NES-YY-USA

⚠ WARNING ⚠

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THE QUEST FOR THE THRONE

A chill wind rushed through the Cimmerian's hair. The Nemedian sky had turned black an hour before, and the man had quickly built a fire from the twigs and broken branches that lay scattered around his chosen campsite. The fire was raging now, keeping the forbidding blackness of the night at bay.

In the fire he saw glory.

Amid the twisting, dancing flames he saw the glory that was to be his future- the throne of Aquilonia. He could feel his destiny calling him from the west, from the proudest kingdom in the world. He picked up a branch that lay next to him on the sandy ground and tossed it into the blaze. The flames snapped and cracked in approval, hungrily engulfing the wood. The man stared at the noisy fire, watching torrents of sparks spiral upward into the black sky, when a voice spoke from the blackness behind him.

"You are Conan of Cimmeria?" The voice was pleasant enough, without any trace of a threatening tone, but Conan grabbed his sword and whirled around to face his visitor.

The shape was shrouded in darkness, but Conan could discern some of its features in the weak light. Whether the visitor was man or woman Conan could not tell. The figure was of medium height and slender build. A dark robe covered the body from head to toe, and a hood concealed the face. The feet, the only visible portion of the strange visitor, wore thick leather sandals.

"Who are you?" Conan asked.

"I am Nemonios," the figure answered quietly.

"What do you want?"

"I wish to speak with you," Nemonios said.

In the dim light of the fire Conan still couldn't see beneath the other's hood.

He didn't like speaking to strangers, especially when he couldn't see their faces.

"Come closer," Conan said.

Slowly, the figure stepped forward. The face was still shrouded in darkness, but Conan could now see that the visitor's hands were clasped together, the fingers working nervously.

"Let me see you," Conan said.

Nemonios reached up to the hood and slowly drew it back. What was revealed was most remarkable in appearance. He was a man, a man who had been many places and experienced many things. He appeared to be over seventy years old, with rough skin that was deeply wrinkled and pitted with countless pock-marks. His thin hair was grayish in color, and light gray stubble covered his chin and jaw.

And his eyes.

The old man's eyes were what caught Conan's attention. They were almost completely white, the iris and pupil faded a milky white. The veil of the blind.

"You are blind," Conan observed.

Nemonios nodded.

"How did you find me?"

"I may not possess the vision of this world, but that does not mean that I cannot see," Nemonios answered cryptically.

"What do you wish to speak to me about?"

"Aquilonia."

"What about Aquilonia?" Conan asked warily.

"I understand you seek the throne of Aquilonia," Nemonios said.

"Who told you this?"

The old man shook his head slowly. "No matter. Is it true?"

"Perhaps," Conan said. "Why?"

"I have knowledge," Nemonios began. "Great knowledge. I know of the Legend of the Four Urns. It can help you gain the throne you so rightly deserve."

"How?"

"Listen to the story and heed its lessons. Only by following the story will you ascend to the throne." Nemonios stepped in front of a fallen tree and sat down. He leaned toward Conan and began the story.

"Legend has it that the Four Urns of the Early Kings of Aquilonia have disappeared from their rightful resting place in the Crypt of Cahalla, in northern Aquilonia. Whoever should return the four urns to the Crypt shall become the true King of Aquilonia.

"Many have tried and failed. Some believe that the legend is not true. But I know better. The urns are gone, and they must be returned to the Crypt.

"The journey is a long and arduous one, beginning in the Catacombs of Belveras, just to the south of where we are now. The Catacombs are filled with all sorts of nightmarish creatures. Skeletons, Spectres, unnameable flying creatures, and a monstrosity from another world inhabit the Catacombs, and whoever seeks the throne of Aquilonia must slay them all. In the Catacombs you will find a mighty sword that will help you in your efforts, and the legend claims that there may be another weapon that will aid you.

"Once you have destroyed the evil denizens of the Catacombs, you must journey to the Ruins of Ry-leeh in Brythunia. The Ruins are overrun with guards that will attack strangers on sight. The legend also tells of a mysterious nymph that can destroy the strongest man as if he were an insect. And the Ruins are said to contain a shield that possesses wondrous power.

"After the Ruins of Ry-leeh, you must travel to Kordavo, at the mouth of the Black River, where the legend claims that a ghost ship appears at night, bringing fearsome lightning storms and terrible creatures with it.

"From Kordavo you must next brave the treacherous Forests of Asgard, far to the north, where evil trolls and spectral wraiths dwell. The forests contain another useful artifact for your quest, but beyond that I can say no more about the secrets lurking within the depths of the woods.

"The Sky Castle of Vanaheim is your key to the Tombs of Zamboula, where the Urns are said to be hidden. To reach the Castle you must climb into the sky and defeat the two Keepers of the Tomb who prevent intruders from reaching the Castle. The Keepers of the Tomb carry Magical Axes which return to the thrower. Defeat the Keepers and find your way to the Castle's drawbridge.

"At the Sky Castle drawbridge, arcane magics will transport you to the tombs of Zamboula. In the tombs, you must locate the four urns and carry them to the Crypt of Cahalla. The urns are cunningly hidden, and the tombs are riddled with passages and traps.

"If you can manage to escape the tombs of Zamboula, you must face the final challenge of the Crypt. Of the challenge itself I know little. But I can say this: whoever solves the first must destroy the second." Nemonios fell silent.

"That is the legend?" Conan asked skeptically.

"So it is told," Nemonios answered, in a whisper.

Conan turned to the fire and laughed. "Interesting, my friend. Very interesting." He tossed a handful of sticks into the fire and turned back to face Nemonios.

The old man had disappeared.

Conan got to his feet and inspected the area where the old man had been sitting only seconds before. There were no footprints leading away from the fallen log, and the old man was nowhere in sight.

Perhaps the old man spoke the truth, Conan thought.

With the first light of morning Conan headed south toward Belveras, where the Catacombs that Nemonios had spoken of were waiting for him.

THE THRONE AWAITS

You are Conan, the mighty barbarian warrior. You must claim your destiny...the throne of Aquilonia. To do this, you must prove your worthiness by returning the four burial urns of the Early Kings of Aquilonia to their proper resting place.

Your journey will take you through treacherous caverns, dangerous deserts and ancient tombs. You will find skeletons, spectres, wraiths, and dragons around every corner, waiting to attack. But you have an impressive array of weapons at your side, including a sword, an axe, and even magical fireballs!

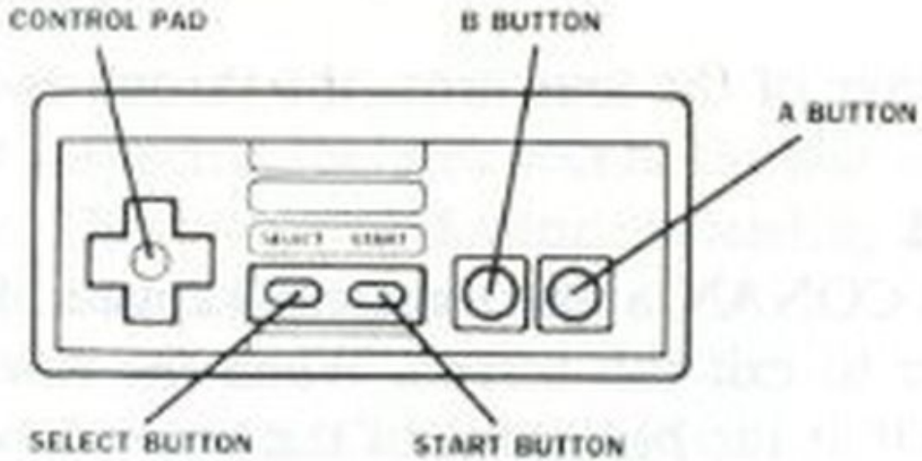
Face the challenge of the four urns...the throne awaits!

Getting Started

When you start CONAN, a title screen will appear. Press any button on your game controller to exit this screen. When the title screen disappears, you will find yourself at the beginning of the game, Level 1.

CONTROLS:

UP: Jump straight up
DOWN: Jump in the direction you are facing
LEFT: Run left
RIGHT: Run right
UP + LEFT: Running jump left
UP + RIGHT: Running jump right
SELECT: Switch to Weapon Selection screen
START: Starts the game
BUTTON B: Kick/Stab Attack
BUTTON A: Punch/Slash Attack
BUTTON B + UP: Jump Kick
BUTTON A + DOWN: Duck/Pick Up Object



Weapon Selection

During your journey, you will find many useful weapons. Some of these weapons work against a wide variety of opponents, while others are only effective against a select few. You must learn which weapons are useful against a particular opponent.

You may select a new weapon in the Weapon Selection screen, which appears when you press SELECT. The Weapon Selection screen displays all of the weapons that you have picked up. You may select any of the available weapons by moving the cursor over that weapon. Once you have selected a new weapon and pressed either the 'A' or 'B' button, you will immediately return to the action with that weapon in your hand, ready for battle.

Hints

* Flying creatures provide extra health points and fireballs.
* The sword can be used against non-living things, too.

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–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver

–Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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